

Williams' HOT SHOT BASKETBALL

SHOOT OUT THE LIGHTS!

Court action really sizzles with Williams' newest novelty game! Based on the best-selling home game, **HOT SHOT** gives players 5 games of skill - with just the flick of a button. 3 Point Line, Hot Shot, Repeat-A-Shot, Around the World and Pushback will appeal to kids of all ages!



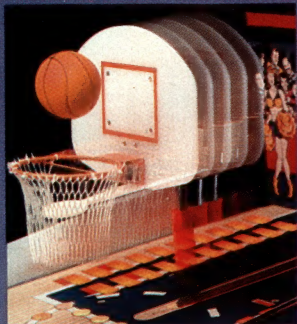
Precision Shooter simulates actual basket shooting and tests players' shooting speed.

And operators will appreciate its compact size, enclosed play-field and reliable, low-maintenance parts.

Turn up the heat with these **HOT SHOT** options:

- card dispenser
- dome light
- ticket dispenser ready
- multiple game linking

HOT SHOT features all the excitement of pro-basketball action including Williams' exclusive dot matrix, original music score and colorful theme graphics.



Moving Basket tests players' long and short range shooting skill.

Williams' 
Williams Electronics Games, Inc.

A subsidiary of
WME
Industries Inc.

3401 N. California Ave.
Chicago, IL 60618
(312)267-2240
Fax(312)267-8435

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For fans who play well beyond four quarters -- it's **HOT SHOT!**

TIME OUT

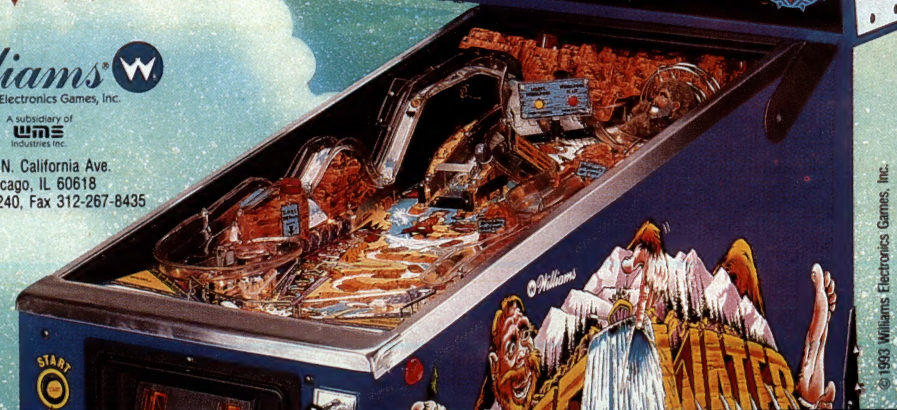
GO WITH THE FLOW

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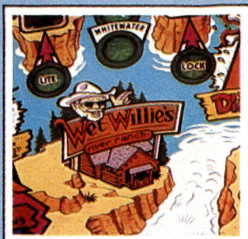
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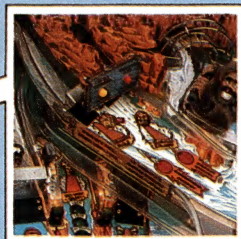
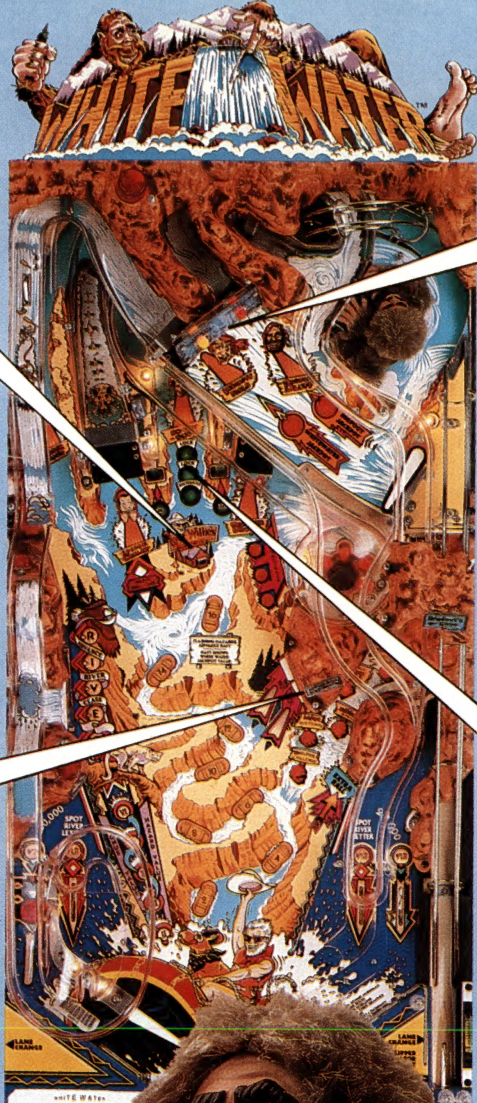


RUN THE RIVER Navigate down the river to Wet Willie's River Ranch by shooting for Flashing Hazards: Insanity Falls, Big Foot Bluff, Boomerang Bend, Disaster Drop, No Way Out, Spine Chiller and Boulder Garden. At the Ranch, all Hazards are lit for 5 million each. Then, when all seven Hazards are made again, the now moving flashing Hazard is worth 50 million!



BOULDER GARDEN Shooting Insanity Falls lights Whirlpool. Shooting the lit Whirlpool earns flashing Boulder Garden features: Advance Raft, 2-Ball Multi-Ball® Whirlpool Challenge, hurry-up Man Overboard Jackpot, light Extra Ball, Mystery Canyon random awards and timed 5x Playfield Value feature. Shoot the Boulder Garden to start Boulder Bash where boulders are worth 500,000 each for a timed period.

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BIG FOOT HOT FOOT Big Foot's a real heel as he diverts the ball from the Big Foot Cave into the Whirlpool. Completing the two Big Foot Hot Foot targets 4 times distracts him and opens the way to Big Foot Cave for Big Foot Jackpot and a chance to retrieve a flashlight, map, keys and camera from his cave.



MULTI MULTI-BALL From the Lost Gold Mine's 2-ball Multi-Ball Gold Rush, to making the Lite and Lock targets and the No Way Out shot for 3-ball White Water Multi-Ball (during which Insanity Falls shots earn Jackpot) to the 2-ball Multi-Ball of Whirlpool Challenge, White Water is a ball is a ball...



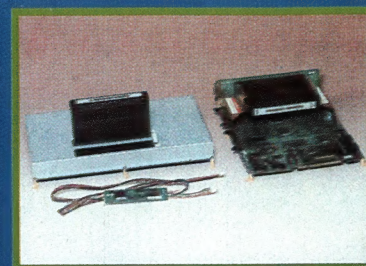
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NEO GEO

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International Charts
September October

- 1° World Heroes (SNK)
November December
1° Art of Fighting (SNK)
2° World Heroes (SNK)
Next Champions
Super Sidekicks - Fatal Fury 2

WHO?

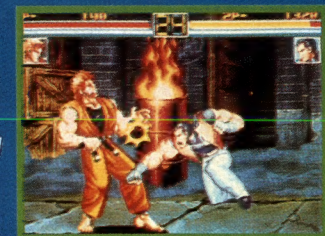
NEO GEO

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WHERE?



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CHARTS

Australia (as published in Leisure Line)

Dedicated Games

1. Sega 'Virtua Racing'
2. Midway 'NBA Jam'
3. Konami 'Lethal Enforcer'
4. Namco 'Suzuka 8 Hours'
5. Namco 'Final Lap 3'
6. Sega 'Stadium Cross'
7. Midway 'Mortal Kombat'
8. Atari 'Mad Dog McCree 2'
9. Taito 'Sonic Blastman'
10. Jaleco 'Arm Champ 2'

Conversion Games

1. Capcom 'SFII:CE Hyperfight'
2. Capcom 'Warriors of Fate'
3. Gaelco 'Squash'
4. Capcom 'Streetfighter II:CE'
5. SNK 'Fatal Fury 2'
6. Seibu 'Cup Soccer'
7. SNK 'Super Side Kicks'
8. SNK 'World Heroes'
9. Ban Presto 'Macross'
10. Capcom 'Knights of the Round'

Pinballs

1. Bally 'Dr. Who'
2. Williams 'White Water'
3. Bally 'The Addams Family'
4. Williams 'Fish Tales'
5. Williams 'The Getaway'
6. Bally 'Partyzone'
7. Williams 'Hurricane'
8. Bally 'Blackrose'
9. Williams 'Terminator 2'
10. Bally 'Gilligan's Island'

USA (as published in Replay)

Conversion Games

1. Capcom 'SF II:CE Turbo'
2. Strata 'Time Killers'
3. SNK 'Fatal Fury 2'
4. SNK 'World Heroes'
5. Capcom 'Warriors of Fate'
6. SNK 'Art of Fighting'
7. Capcom 'Streetfighter II'
8. Bundra 'Neck n' Neck'
9. Irem 'Irem Skins'
10. McO'River 'Aero Fighters'

Dedicated Games

1. Midway 'Mortal Kombat'
2. Konami 'Lethal Enforcers'
3. Capcom 'Street Fighter II CE'
4. Midway 'Terminator 2'
5. Sega 'Golden Axe II'
6. Midway 'Super High Impact'
7. Konami 'Sunset Riders'
8. Sega 'Turbo Out Run'
9. Namco 'Steel Gunner'
10. Taito 'Double Axe'

Best Deluxe Videos

1. Sega 'Virtua Racing'
2. Sega 'Stadium Cross'
3. Namco 'Suzuka 8 Hours'
4. Atari 'Race Drivin'
5. Namco 'Final Lap 2'

Pinballs

1. Midway 'Addams Family'
2. Midway 'Creature/Lagoon'
3. Data East 'Star Wars'
4. Williams 'White Water'
5. Williams 'Fish Tales'

Japan (as published in the Japanese Game Machine Magazine)

Conversion Games

1. Capcom 'Turbo SFII:CE'
2. Konami 'Quiz Gakumon'
3. SNK 'Fatal Fury 2'
4. Compile/Sega 'Puyo Puyo'
5. Capcom 'Warriors of Fate'

Dedicated Games

1. Konami 'Lethal Enforcers'
2. Jaleco 'Wild Pilot'
3. Sega 'Virtua Racing (Twin)'
4. Sega 'Virtua Racing (Deluxe)'
5. Namco 'Coca Cola Suzuka 8 hrs (DX)'

Pinballs

1. Williams 'Fish Tales'
2. Premier 'Super Mario Bros'
3. Data East 'Lethal Weapon 3'
4. Midway 'Addams Family'
5. Williams 'Terminator 2'

UK (as published in Eurosloth)

Conversion Games

1. Capcom 'Street Fighter II:CE'
2. Seibu 'Olympic Soccer'
3. Taito 'Football Champs'
4. Capcom 'Final Fight'
5. SNK 'World Heroes'

Dedicated Games

1. Midway 'Mortal Kombat'
2. Konami 'Lethal Enforcers'
3. Sega 'Virtua Racing'
4. Namco 'Suzuka 8 Hours'
5. Atari 'Mad Dog II'

Pinballs

1. Bally 'Addams Family'
2. Data East 'Star Wars'
3. Williams 'Fish Tales'
4. Data East 'Lethal Weapon 3'
5. Midway 'Terminator 2'



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MIDWAY

NBA JAM

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Nothing compares with Convention '93

New Zealand News

Auckland

■ Timeout Leisure has established itself in the Auckland area as a new operating, sales and service company. Kevin Grundy (recently from Auckland Coin Sales) has combined with Darrell Skiffington and Coin Cascade Ltd to improve the quality of sales and service to the local operator. Their particular emphasis immediately will be in the area of pinball sales and service with their new offices at Penrose offering a complete range of new pins and spare parts. A large auction of second hand pinball machines will be held to mark the official opening of this venture at the company's office/warehouse.

■ A recent addition to the Arcade scene in Auckland's Queen St the "Technodrome Family Entertainment Centre" closed down at the end of February. With the city loosing customers to the suburbs the owners felt it was better to concentrate their efforts in these areas in the future.

■ An Auckland operator recently received a phone call from the local police telling him that thieves had broken into a shop he was operating equipment from and had stolen his three brand new 26" cabinets. These cabinets contained two SF2-CE pcbs and an "Art of Fighting" neo-geo. After a lot of local work by both the police and the operator (including reward offers in local papers) a member of the public advised police of the location of this equipment. A local gang headquarters was raided and one of the units (the other two having been destroyed) and all of the logics were recovered. The police also found other stolen goods worth approx \$50,000 at the headquarters. The gang members had rewired the one remaining cabinet so that they could play all three games and had intended to add to their library as they got tired of the old games. Charges are pending.

General

■ A number of NZ operators and technicians travelled to Sydney recently to attend

a pinball course held there by Norbert Snicer. This comprehensive two day course offers a wide range of technical and practical solutions to pinball fault finding and location repairs. It is hoped to bring Norbert out to NZ in the future to allow more operators to benefit from his experience. Norberts book on pinball servicing has also now been well received in the USA market as well.

Neo-Geo News

Helpful tips to ensure long-term function and earnings for your neo-geo:

1. Never transport a neo-geo cabinet with the cartridges installed. The vibrations of the move can bend the pins on the pcb edge connector. This can lead to intermittent contact problems.
2. When mounting a kit pcb in a cabinets, pick a location that will not be in the way of liquid spills. If a suitable location cannot be found, use a shield to protect the pcb. One possibility is to install a piece of weather stripping at the top, inside of the control panel and the monitor glass, that will stop or divert spills.
3. When installing a kit, it is important that the power supply is adequate. A 15 amp supply is recommended. The voltage should be set at 4.95V to 5.05V, "under load," for reliable operation.
4. If the pcb is resetting, putting garbage on the screen or otherwise acting erratic, it is possible that there is bad data in the backup RAM. This problem may be solved by clearing the book-keeping. Consult the operation manual for this procedure. Please note: this procedure will clear all bookkeeping!

Neo-Geo New Games

The new wrestling game from SNK now renamed as "3 Count Bout" is expected to be available during April. This game is sure to be a winner and will provide a much needed boost to winter collections.



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ACME '93

Las Vegas is more than bright lights and non-stop entertainment, although that would be enough to satisfy even the most particular traveller. The "other side" of Vegas includes art galleries, museums, historic sites, the University of Nevada, botanical gardens, and Hoover Dam.

The American Coin Machine Exposition (ACME) was held at this exciting venue March 11-13. Already sold-out at 875 booths, the major spring event featured exhibits from over 200 companies in the game and music world, as well as suppliers of prize merchandise, coin handling equipment, vending machines, and touch-screens (only a partial list).

ACME '93 was co-sponsored by Play Metre and the American Amusement Machine Association (AAMA), the eighth such joint effort to gather the best of coin-op under one roof for a closer look at today's technology. The Sands Expo and Convention Centre served as the exhibit hall; the Las Vegas Hilton Hotel as lodging host.



The most talked about aspect of ACME '93 was "Redemption City," an area of 150 booths devoted to manufacturers and suppliers of redemption games and merchandise. The redemption-themed seminar, "Running Redemption With Profit in Mind," was conducted live on the exhibit floor. Attendees sat in specially constructed benches as they viewed an actual working redemption centre. Seeing was believing!

The full seminar schedule also included

three appearances by industry favourite Randy Fromm - "How to Operate an Oscilloscope," "Advanced Monitor Troubleshooting," and "Introduction to Digital Electronics and Microprocessor Based Systems."

Additional seminars were:

1. "Pump up the Profits with Pinball," - an in depth look at where pinball promotions and leagues are going to in the USA. While some of the debate centred around the move in America to 50c and \$1 play (the lack of a dollar coin has critically hampered the much needed increase in game price and many operators actually operated new \$US3500 pinballs on 25c play) the emergence of two distinct pinball promotion events (see details on one event on page 11) certainly confirms the viability of pinball promotions and leagues. Listening to the seminar presenters and to the various companies that spoke about their actual experiences with leagues it became apparent that a general rule of thumb for a well run league offers an income boost to the pinball of between 20-45%. Add to this the increase in bar sales (an average league player spends between \$2-\$10 on bar related items) and the operator is clearly in a win-win situation. The location owner is very happy and very loyal.

2. "Trends in the Bar Business."

3. "Programming and Promotion: New Opportunities to Boost CD Jukebox Collections."

4. "Coin-Op - The Next Generation: Virtual Reality and New Technologies," A View to the Future" speakers on hand included a representative from the English company "W Industries." The VR game from this company has been in operation in the USA now for 18 months using the one program "Dactyl Nightmare" and income had gone (on one test location) from \$5000 to \$1000 per week for a twin unit. From the open discussions held it was clear that many of the local operators had expected new games for the system and these had not been forthcoming until recently and this

INTERNATIONAL NEWS

Nova Productions of the UK has a new laser disc sit-down driving game on the market. Street Viper uses a wide monitor for the car race, which is filmed in Hollywood using two stunt drivers in sports cars. They race through five different stages on the screen while the player attempts to keep pace with them. The game comes complete with a vibrating steering wheel and strong audio-visual features. The game is being built for Nova by Brent Leisure who have the UK distribution rights while Nova is negotiating with several European countries over other distributors.

USA - NBA Jam An All-Star Hit

Williams Electronics' new Midway video, NBA Jam, created a stir at the National Basketball Association All-Star Weekend in Salt Lake City in late February. Ten of the games were available for the public to enjoy as part of the NBA festivities. Two NBA Jam games were also seen at the recent Super Show, a national sporting goods event featuring 9,000 exhibits. USA Today mentioned the video in its coverage of the show - good image building for coin-op. Although the game's official "tip-off" was scheduled for ACME '93, it has already become the centre of attention.

Japan

A major trend at the recent AOU in Japan was the 50 ins. PCB displaying giant-screen presentations, usually with two-player, sit-down theatre designs. But the major trend was still towards large dedicated pieces, a trend which emerged at the August JAMMA show. Children's video games also made an impact at AOU, being games scaled down for tiny players and included redemption, novelties and kiddie rides.

England - Enforcers' Six Month

Steve Bierrum of Konami said that after



an excellent ATEI his company had enjoyed a very good Blackpool show.

Konami's Lethal Enforcers was now in its sixth month of production, he said, and it continued to sell well. Mr Bierrum paid tribute in this direction to the efforts of the game's UK distributor, Deith Leisure.

USA - VR8 Konami & Sega Plan VR

Get used to a new industry acronym, "VR" (virtual reality) means the player dons a helmet or goggles and "goes inside" a 3-D computer-generated environment where the view changes in perfect synch with the player's head motion etc. Edison Bros. has been importing the very expensive British-made Virtuality system for some time (single units cost as much as top Mercedes).

A computer engineering firm called Alternate Worlds Technology showed its much less expensive VR system (but still nearly \$40,000) in a suite at last fall's AMOA Expo. This month's ACME will feature yet another coin-op VR game. Virtual Combat will be featured on the show floor in a good-sized exhibit booth. It's coming from a new Southern California firm called VR8, Inc. whose Australian software engineer Kyle Hodgett is piloting the project. We're told the game will feature a goggles-type interface and something like a standard video upright cabinet. Price is expected to be closer to the standard dedicated video range. But that's not all! The "majors" will enter the VR market in the not-too distant future. Namco Ltd is known to be doing R&D on the technology. In this month's cover story, Konami says it's doing R&D on virtual reality right now and will be "a leader" in this market.

Also in this issue, Sega announces plans for coin-op virtual reality games in 12-18 months; they have VR projects in the works already.

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TIME OUT

had drastically affected the ability of the VR units to earn acceptable revenue.

The future competition from the telecommunications industry, fibre optics and home game developments were also covered in some depth with the startling revelation that companies like Sega will have a VR home unit available in the next 12-18 months. The results for the traditional operators will be a reduction in the standard pcb business and a move to dedicated or simulator units that can not be duplicated in the home.

The largest difference between the Japanese and American shows tends to be in the relevance of the ancillary displays to our market and in the number of "Pinball" machines featured in the displays. A large number of the support displays at the AOU had no real relevance to NZ operators but certainly the non-video displays at the ACME show did. In this report we will cover some of the displays and products not reviewed in last months issue.

A large amount of display space covered "Redemption" products and machines.

Companies displaying crane and redemption prizes included: "Ace Novelty, Ace Premium, Dan Brechner & Co, Bonita Marie Inc, Laramie Interest Inc, Oriental Trading Company, Play By Play Toys and Novelties and Plush Appeal.

Companies displaying Jukeboxes included: CDS with its vinyl to CD conversion kits for Jukeboxes. Digital Disc Of America with its CD 100 conversion kit. Mobile Record service had a full display of 45's and CD's available to the operator. NSM displayed the "Performer Grand 2", "Performer Classic", "Performer Wall", "Firebird 2", "Old Fashion Wizard" and the "Performer Wall" CD units. Rowe International displayed their full range of CD Jukeboxes as well as its CD-51 box, CD booth selector, nostalgia units, wireless remotes and food and can vending machines. Seeburg International displayed the "Skyline", "Ininiti" and "Classic" CD boxes as well as a range of accessories. Pioneer had a full range of CD boxes. Wurlitzer Jukebox Company also had a

full range of product.

Companies displaying "Redemption" machines included: Advanced Games with its "Snack Attack" machine, Alter Enterprises with "Fireball 2", Bay-Teck Inc with its new kiddie



line of redemption machines, JH Betti Industries with a range of licensed English redemption units including "Diggers Prize" and "Beat the Clock", Bromley Inc with its latest game "Wheel M In", Bobs Space Racers with a large display including "Tin Can Alley" and "Wac A Mole". Doyle Inc with a large display of product including its moving hoop basketball "Razzle Dazzle" and its novelty baseball piece "Dump The Ump", Exidy Corp had on show its "Troll" game, ICE showed its "Hungry Hippo" and "Putting Challenge" games while Lazer-Tron demonstrated its "Spin-to-Win" and "Vine Climb" units. Meltec displayed its tried and true compression games "Big Mouth" and its new "Skeeroll" game with built in video attract screen. Skee-ball Inc displayed its original "Skee-ball" as well as a comprehensive range of additional units.

Companies displaying accountancy programs included Base 2 Tech with their data retrieval systems and software packages. Ideal Software System., Silent Partner Inc with its latest update package and Teamwrite with its version 5 "Gametrax" program system.

Companies displaying parts included: Asahi Sieko with a full range of parts and lever, Coin Acceptors Inc with its range of coin doors

and Coin Controls with its comprehensive range of coin acceptors. Ego Corp displayed a full range of spares. Eygo Co with its power supplies and monitors. Hantarex Corp with its TV monitors. Happ Controls with its full range of parts. Mars Electronics with their bill and coin acceptors. Sharp Image with a complete line of video monitors. Wells-Gardiner displayed their new "V-2000" video game monitor range. Wico Corp also included a comprehensive range of parts and spares.

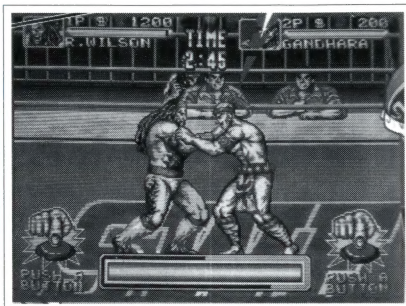
Companies displaying kiddie rides included: American Simulators with its range of kiddie rides, simulators and capsule vendors, Carousel International with its electromechanical rides, Coastal Amusements Distributors with its range of two player kiddie rides, Just Kiddie Rides and Kiddie Rides USA.

Companies displaying video games included: American Laser Games - producer of "Mad Dog" 1 & 2 with their new two player game "Crime Patrol". This real life crime busting game offers four different difficulty levels and seventeen different adventure levels. Total realism make this an excellent action game in one or two player mode. American Sammy had a vertical air action fighter that incorporated six buttons called "Daioh". American Technos displayed its new fighting game "Shadow Force" with a ninja fighting theme and new character transformation feature. Atari corp who have licensed all the American laser games for all non USA markets also continued to display its two player dedicated unit "Space Lords." Capcom USA displayed "The Punisher" and "Cadillacs and Dinosaurs" as well as their Capcom/

Polaroid coin photo booth. Irem Corp displayed its "In the Hunt" and "Skins" games. Jaleco USA with its adult video game "Peek A Boo". Kaneko USA Ltd displayed its new game "Gals Panic 2" which is an adult video game with



excellent graphics and displays. Konami Corp had in addition to the units seen in Japan "Martial Champion" a good fighting game with excellent graphics. Midway displayed their very popular "Mortal Kombat" game and their latest record earning game "NBA Jam". Namco America Inc exhibited "Knuckleheads", "Suzuka", "Galaxian Theatre 6", "Air Combat", "Streetviper", "Zorton Bros", and Shoot Away 2." SNK had a large display of Neo-Geo cabinets including their new mini cabinet and their now renamed "3 Count Bout." They also



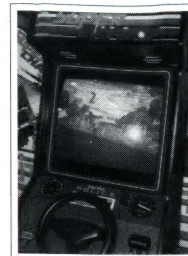
previewed "World Heroes 2" at a private viewing. Sega Enterprises displayed a smart new single player version of their "Virtua Racing" game. This must be the best driver game to date and operators should look seriously at this unit. Strata Corp displayed its very gruesome "Time Killers" game. This unit will be in NZ shortly but is one that should only be installed on adult locations. Taito America had in addition to its video games a range of redemption units including "Super Sonic Blastman".

VR 8 displayed a much awaited street VR unit that was available in a stand up coin operated format with a floating periscope type attachment that allowed the player to view the 360 picture. While this unit was unfinished at showtime the concept and pricing was very exciting and as this was developed by an ex Australian operator it was certainly built with the operator in mind. Watch for this unit in the future.

Alternative Technologies also displayed

INTERNATIONAL NEWS

Japan



Super Chase is the latest dedicated video piece from Taito. Available in either sitdown or upright format, the game is a development of the successful Chase HQ machine, with the sitdown version including a moving seat for added realism.

UK - World Summit

The British officially joined the ranks of the world's major coin machine user organisations when, during the ATEI show in London, the British Amusement Catering Trades Association was formally invited to its first global meeting alongside its American and Japanese colleagues.

Previously, the American Amusement Machine Association and its operator partners the Amusement and Music Operators' Association, met regularly with the Japan Amusement Machine Manufacturers' Association at the two big American trade shows and the Tokyo exhibition each year. Europeans were usually permitted to attend as observers. But the British association on the second day of the Earl's Court show was invited to become a full member of the international "summit" group and hosted its first London meeting.

In the words of BACTA President Brian Meaden: "We had an active agenda and it was a significant meeting. We made some progress."

There were observers there from Australia and from France.

Asked why BACTA had been invited to join the summit group rather than Euromat, representing the entire European trade, Mr Meaden said: "It was not felt appropriate for Euromat to join." He added: "We will seek to involve our European colleagues in the future to maintain a global dialogue."

The plans to set up offices in the Americas, Europe and Asia to pursue and prosecute video games copiers, took another step towards realisation at the summit of leading world amusement machine trade associations held during the ATEI show in London.

The Americans and Japanese, together with newly-elected full partner, Britain, confirmed plans for a network of "police stations."

Mr Meaden, at a press conference following the "summit", said that one of the principal items on the agenda had been the problem of copies but the industry's plans to tackle the problem had "reached an advance stage."

He said: "Copying is clearly costing the Japanese trade an enormous amount of money and they have expressed a wish to fund the formation of an office in the Americas to deal with the mounting incidence of piracy in Central and South America."

"There will also be offices in Asia and in Europe, staffed by security people who will work with the legal systems to break the copiers." He said that recruitment of senior people to staff the offices, probably experienced ex-police officers, had already begun. "They will identify significant infringement and report back to the trade associations and then take decisions on where we go to take legal action."

He said the network of offices would be set up within the first half of this year.

The trade's officers would work to identify the copiers themselves, pinpoint shipments of copy boards and liaise with Customs and Excise officers in destination ports to intercept them. He said that significant progress had already been made in France with the customs officials there who were keen to assist in the campaign.

Data capture figured strongly in the summit meeting. The principle of retrieving from machines information on player habits and the movement of coins within the machine is high on the agenda of international talks and the Americans and Japanese had discussed the subject and set up a working committee to investigate it further. Mr Meaden said that the desire was to see the introduction of a system which was common to all markets. The British system, which has been actively operated for several years in street locations in the UK, was discussed. Major operators with 20,000 pieces plus use data capture systems very successfully. The sub committee was due to meet again in March to consider a paper to be prepared by the British on the subject.

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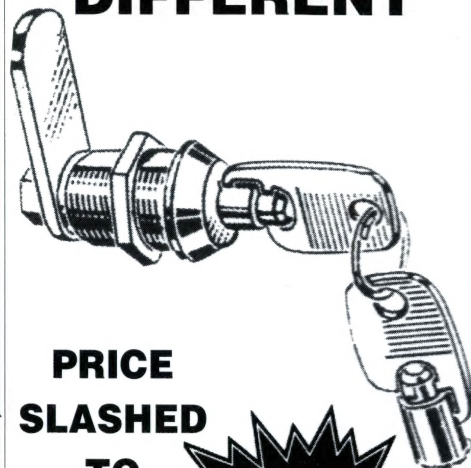


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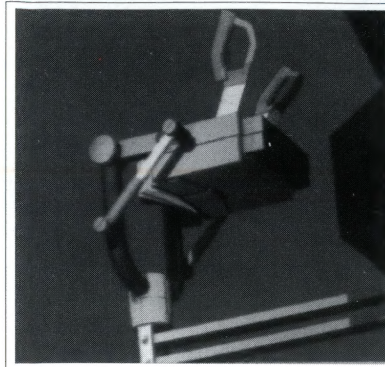


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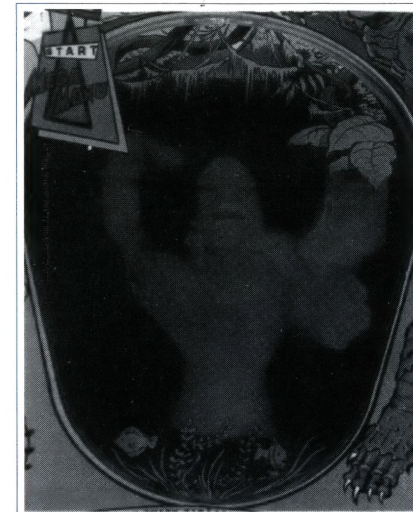
a coin op sitdown VR unit. This was basically the same as I saw last year but it clearly has potential.

Companies displaying "Pinball Machine" included: Alvin G & Co with its line of two-ended pins and its standard pin "World Tour", Data East with its latest pinball "The Adventures of Rocky & Bullwinkle & Friends" themed around an American cartoon strip. Premier Technology displayed its latest pin "Streetfighter 2". This unit was also on show on



the Capcom stand. Williams/Bally had a large display of units not yet seen in NZ. "Whitewater" due here next month was on display as was "Creature from the Black Lagoon" (Due in NZ in May/June). "Dracula" was there and the new unit from the same designers that gave us "Addams Family" was the hit of the show. "Twilight Zone" will be the pinball for 1993/94.

Companies displaying "Darts" and "Air



Hockey" included: American Darters Assn with its "Bud Light" system, American Shuffleboard with its shuffle and pool tables, Ameri Corp with its Tournament hockey tables, Arachnid Inc with its soft tip electronic dart games and Dart World Inc with its soft tip darts and boards. Dynamo Corp with its full range of tables including soccer and pool tables. Merit Industries also had soft tip darts on display.

The show certainly had something for everybody and for every facet of the operators business. We saw a lot and learned a lot and met a number of operators. To see a show of this size is to realise just how large our business is internationally and how exciting



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MIDWAY intends to strictly enforce its rights in its products. **MIDWAY** will initiate a civil lawsuit against anyone dealing in counterfeit coin-operated games and will actively participate with all governmental authorities to ensure that criminal sanctions are imposed against any individual who sells, purchases or operates counterfeit versions of **MIDWAY** coin-operated video games. As a result, dealers in counterfeit games may be not only liable for civil damages but may be liable for criminal penalties as well.

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TIME OUT

NAME	TYPE	PRICE *
SCI Kit (consist of : steering wheel ass'y, accelerate & brake pedals ass'y, shift lever ass'y & p card	Car Racing	2994.00
SD Gundam	Action	579.00
SD Gundam Neo Battling	Shooting Act	1450.00
Seibu Cup Soccer	Sports	1300.00
Silent Dragon	Fighting	890.00
Shanghai II	Puzzle	1136.00
Shogun Warriors	Fighting	1104.00
Sky Alert	Shooting	1300.00
Soldam	Puzzle	1071.00
Spider Man (Sega)	Fighting	1531.00
Street Fighter II	Fighting	1564.00
Street Fighter II Hyper Fighting	Fighting	1950.00
Sunset Rider (Konami)	Shooting Act	1251.00
Super Formula (Video system)	Racing	595.00
Super High Impact (Konami)	Sports	743.00
Super Master's Golf (W/Special controller)	Sports	1268.00
Super World Stadium '92	Sports	1728.00
The Great Rag Time Show	Comic	1548.00
The Karate Tournament	Fighting	1380.00
The Simpsons (Konami, 2 or 4 player)	Comic	1054.00
Thunder and Lightning II (Block Carnival)	Block New	1251.00
Thunder Blaster (Irem)	Shooting	809.00
Trigon	Shooting	923.00
Truxton II	Shooting New	1054.00
Tumble Pop (Deco)	Comic	645.00
Twin Bee II (Konami)	Shooting	743.00
Ultraman Club	Shooting Act	923.00
Undercover Cop (Irem)	Fighting New	1251.00
Varth (Capcom)	Shooting	1728.00
Vendetta	Fighting	1136.00
Violence Fight	Fighting	890.00
Violence Fight II	Fighting	890.00
X-Men (Konami, for 4 players)	Fighting	1350.00
Zing Zing Zip (Tecmo)	Shooting	972.00
64 Street (Jaleco)	Fighting	1104.00

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NAME	TYPE	PRICE *
Earth Joker (Visco)	Shooting	1251.00
Explosive Breaker (Kaneko)	Shooting New	1071.00
Exvania (Namco)	Fighting Act	923.00
Fighters and Attacker	Shooting	1087.00
F-1 Grand Prix (Video System)	Car Racing	809.00
F-1 Grand Prix II (Video System)	Car Racing	972.00
Final Star Force		1220.00
Fixeight (Taito)	Shooting	923.00
GI Joe (Konami)	Shooting Act	1186.00
Golden Axe II (Sega)	Fighting New	2548.00
Golfing Greats (Konami)	Golf Game	1186.00
Gun Dealer		694.00
Gun Nail (Tecmo)	Shooting	2384.00
Hammerin Harry (Irem)	Comic Action	612.00
Hat Trick Hero (Taito)	Sports	1251.00
Heated Barrel	Action Shooting	1336.00
Karate Blazers (Video Systems)	Fighting	972.00
Knights of the Round	Action	1651.00
Knuckle Heads (Namco)	Fighting	2072.00
King of Dragon (Capcom)	Fighting Action	1564.00
Legionnaire (Tad)	Fighting	1054.00
Macross	Shooting	1390.00
Magical Amigo (Techno Soft)		1186.00
Major Title	Golf	1186.00
Major Title II	Golf	1679.00
Mystic Riders (Gun Hawky, Irem)	Comic Shooting	759.00
Mystic Warriors (Konami)	Ninja Action	2548.00
New Atomic Punk (Bomber Man World)	Comic	1482.00
New Zealand Story	Comic	645.00
Pacmania (Namco)	Comic	890.00
Pang Pong	Comic	1005.00
Pipi and Bibi (Tao, Foopy)	Comic	694.00
Pocket Gal Deluxe	Billiard	1728.00
Punk Shot	Sports Action	595.00
Puyo Puyo	Puzzle	3531.00
Raiden (Seibu)	Shooting	1218.00
Rim Rockin' Basketball	Sports	727.00
Robocop II	Act Shooting	890.00
R-Type Leo	Shooting	1482.00
Saboten Bombers (NMK)	Comic	645.00
Sand Scorpion (Face)	Shooting	858.00



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PINBALL FEVER

Pinball Fever Grips Big Apple

For Third Annual PAPA Tournament

New York - The grand ballroom of the Park Central Hotel became an electrifying arena in which the Professional Amateur Pinball Association (PAPA) held its third annual world championships here, February 12-14.

The event, which has become one of the premier stops on the Pro Tour of pinball, featured world-class flipper competition, as well as special exhibits and activities.

"It's the big time," championed PAPA president Steve Epstein of The Broadway Arcade. "It doesn't get any better than this."

In fact, pinball was the only game in town, as Mayor David Dinkins proclaimed it "PAPA International Pinball Championships Weekend."

On opening night, PAPA teamed up with the New York Special Olympics to host a star-studded party dubbed "Special When Lit." A one-of-a-kind pinball machine decorated by artist Charles Fazzino - which had been on display in Times Square prior to the event - was also auctioned to raise funds for the charity.

The glitzy bash attracted a bevy of celebrities, including Brook Shields, Lou Reed, Jimmy "The Greek" Snyder, Alice Barret of "Another World", New York Giant star Howard Cross, doo-wop group the Barrio Boyz and the cast from the new Broadway production of "Tommy."

And once again, PAPA demonstrated its media dominance, scoring network coverage on such programs as "ABC Good Morning America" and "CBS This Morning" and numerous other news reports.

With over 50 machines on hand from all five major manufacturers - including the official debut of Data East's "Rocky & Bullwinkle" and Premier Technology's "Street Fighter II Pinball," as well as the latest machines from Williams Bally/Midway and Alvin G. & Co - over 400 players participated in three singles divisions, a doubles division and an under-16 division.

In the prestigious "A" division, 26-year-old computer programmer Lyman Sheets of Hampton, Virg. went down to the wire with PAPA 1 winner Joey Cartegena and IFPA champ Dave Hegge, and was crowned "The World's Greatest Pinball Player."

The PAPA 3 sponsorship team included the AAMA, Alpha-Omega Amusements, Sports N' Games, Caesars Pocono Resorts, Subway Sandwiches and Amtex Software Corp., who held a mini-tournament on its "8-Ball Deluxe" computer pinball program. A booth from Mayfair Amusement was stocked with vintage pinball parts and backglases.



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Street Fighter II-CE and HF

Tri-Series

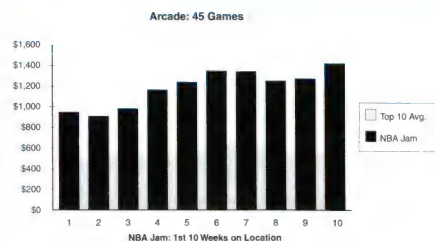
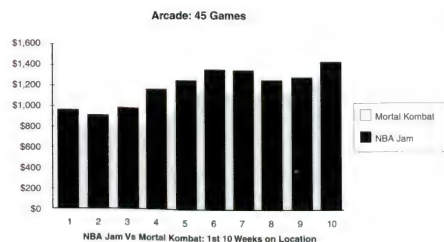
Johnny Clayton (Fun & Games Ltd, Palmerston North) and his well practised team members again travelled south on 1.3.93 to compete against the best of Wellingtons StreetFighter players for the "Tri-Series" shield. The event was held at the new "Time Out" Family Entertainment Centre in Lower Hutt and according to our source the "Fun and Games" team annihilated the local competition. Johnny and his team extend an open invitation to any other team from any area (4 members needed) who think they can beat "the best".

Champion "Tri-Series holders (left to right)
Ryo (ringer from Japan)
Steve (seriously superior)
Johnny (good looking & humble)
Nick (no nonsense)
Champion (Yosinori Capcom)



NBA JAM

This new non-violent earning sensation from Midway has produced some startling income figures since its release in the USA. While the American market has specific sectors that are very pro-basketball "NBA Jam" has produced exceptional



income across the full spectrum of locations and is accepted as a "great game" rather than relying on its basketball theme to carry it through. Watch out for exceptional earnings from this unit on its release in NZ and remember to order early as only limited numbers will be available.

PCB PRICES

NAME	TYPE	PRICE *
Aero Fighter (Sonic Wings Video System)	Shooting	940.00
Air Inferno Kit (consist of: pc board & handle unit)	Helicopter	2976.00
Aliens	Act Shooting	809.00
Arabian Fight	Fighting	1564.00
Arabian Magic (Taito)	Action	1186.00
Asterix (Konami, English version)	Comical	1186.00
Atomic Punk (Bomber Man)	Comical	743.00
Bucky O'Hare (Konami)	Comical Shooting	1268.00
Big Striker (Jareco)	Soccer New	1728.00
Big Fighter (Tazmi)	Fighting New	2384.00
Blandia (Taito)	Fighting	972.00
Blazon (Atlus)	Shooting	563.00
Block Carnival (Thunder & Lightning II)	Block New	1251.00
Bomber Man	Comical	743.00
Bomber Man World	Comical	1482.00
The Great Big Rag Time Show	Comical	1548.00
B-Rap Boy	Action	792.00
Captain America (English version, 2-4 player)	Fighting	972.00
Chase H.Q Kit (consist of: steering wheel ass'y, accelerate & brake pedals ass'y, shift lever ass'y and p.c board.)		
Cluch Hitter	Car Racing	2548.00
Columns I	Sports	1054.00
Continental Circus	Puzzle	809.00
Cosmo Gang	Car Racing	972.00
Cosmo Gang the Puzzle (Namco)	Shooting	1136.00
Cosmo Gang the Video	Puzzle	1679.00
Crime City	Shooting	1892.00
Crime Fighters	Shooting Act	727.00
Crime Fighter II	Fighting	809.00
Crude Buster	Fighting	1136.00
Cyballer (Jaleco)	Fighting	776.00
Dark Seal II (Deco)		1974.00
Dead Connection (Taito)	Action	809.00
Diet Go Go (Deco)	Shooting	1087.00
Dinorex (Taito)	Comical	1186.00
Dogyuun (Toa)	Fighting	1728.00
	Shooting	1054.00



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MAKE THE GOOD USE OF THE ITEMS!!

This is Cadillac, the moving fortress!!

WEAPONS
YOU CAN PICK UP THE WEAPONS OR GUNS. PICKING UP THE MAGAZINES WILL RELOAD YOUR GUNS.

FOODS
PICK UP THE FOODS AND RECOVER YOUR VITALITY. IF THE VITALITY IS ALREADY FULL, THE FOODS WILL INCREASE YOUR SCORE.

POINT ITEM
FIND OUT THE HIDDEN POINT ITEMS.

PLAYER SELECT SCREEN. SELECT ONE OF 4 DIFFERENT CHARACTERS. YOU CAN CHANGE YOUR CHARACTER AT THE TIME OF CONTINUE.



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TIME OUT

Is It Live Or Is It Mirage?

Hughes Training unveils Mirage, a multi-seat simulator once used for flight training. The company is co-developing the system for the amusement market with LucasArts Entertainment

Courtesy Replay Magazine

The military-industrial complex: you know them, they're the guys who have taken us to new worlds like the Moon. Well, now they're taking us into new worlds of entertainment, by applying hi-tech defence technology to coin-op simulators. Take, for instance, the Mirage making its debut in November at the IAAPA (parks) show. The system is a multi-seat capsule based on advanced visual technology, previously used by Hughes Training (Arlington, Texas) for flight simulation. This technology has been harnessed to develop a virtual reality-type simulator attraction.

Hughes is co-developing the new Mirage system with the LucasArts Entertainment Company (San Rafael, Calif.). The folks from LucasArts provided the creative direction and applied Hughes' flight simulation technology to the entertainment world. This world of fantasy is furthered by Hughes' integration of real-time computer graphics, expansive display system and CD quality stereo sound.

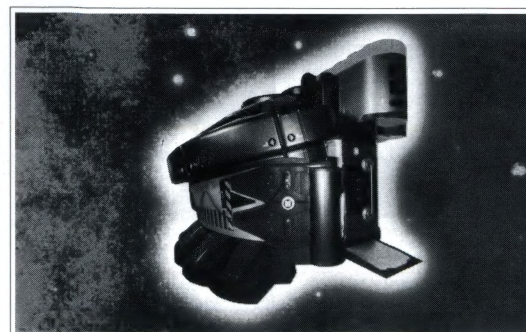
The Mirage platform also adds a unique dimension to simulation-based attractions

through its networked system of pods. This system enables players to compete against each other as they move through a computer-generated sci-fi fantasy world.

Currently, plans are on the table to provide new entertainment software for the Mirage platform. In fact, the system is designed to support multiple gaming environments, including special audio and visual effects. According to Hughes, switching from one experience to another is simple, since software is stored online within the unit.

"Mirage is not designed to be a one or two time event," explained Ken McNamara, vice president of Hughes Training's commercial/industrial division. "When players enter the system, they can count on their experience to take a different twist each play, due to their own actions and those of new competitors. Mirage promises to offer long-term family fun for both novice and experienced players."

Hughes is touting the Mirage platform as the world's most advanced concept in interactive entertainment. They and LucasArts say they will meet customer requirements for game play environments by either off-the-shelf software or custom design. "In recent years a number of similar simulation-based rides have given the public the opportunity to go along for the ride," Ken McNamara said. "In Mirage, however, finally an affordable simulation based concept has been developed that enables players to take control of their own destiny as they try to accomplish challenging missions in a real-time environment."



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Large Pieces to Deluxe Simulators to Virtual Reality

Operators tuned to the marketplace see the larger pieces moving them in new directions. "The appeal is that they give the player what they can't get on their home video systems."

This is the first comment made by most operators, when asked about the appeal of larger games, sit-downs, simulators and virtual reality to players. It is also what operators should be striving for, if they're not already.

The quest for realism never stops in this industry and most video game manufacturers are pushing it to the hilt, coming up with better "byte" technologies; interacting video games with movies; making driving or flight simulators that incorporate actual movement of the seating apparatus; and virtual reality, which with the help of head gear and a special hand piece, puts the player inside a "real" fantasy world. Even coin-op batting and pitching cages designed for arcades, give the operator more choice.

However, how helpful is this technology to coin operators who have made their living with street locations and small 1000 square foot arcades that are not equipped to house these deluxe games? Quite plainly, it offers them an opportunity to "expand their horizons".

Where This Industry is Going

As in most industries, the amusement games industry is heading where the manufacturers are sending it. With many of the top coin-op games manufacturers being from Japan and the Japanese market going for larger interactive pieces, the market is following suit. The main reason for the move towards these

types of pieces is because even the most popular video game eventually ends up on a home game system and something "dynamic" is needed to draw players out to an arcade or games centre.

The appeal of larger pieces, simulators and even virtuality is that they are "different and unique."

"The market is continually changing and it's forcing the operator to look in different directions." Times are tough everywhere, even in shopping malls, which are some of the better spots for running family amusement centres.

"The operator has to ask himself, 'Where's the return going to be, where can I make more money.'"

The appeal of the deluxe games is their uniqueness, giving players what they can't get at home, and the input/output activity oriented aspect of the pieces. There is appeal in the realism of a game if it moves with you and especially if it links to other games such as Namco's Suzuka 8 Hours. "They do well relative to the traffic flow."

Asked if the industry is moving the way of larger games, Janda says, "It will be a segment of the market, but everything won't go the way of big pieces. It's a big capital cost for operators." He adds, "It's just another road we're travelling on." Of Virtual Reality's place in the industry, Janda says, "We don't know yet." He adds, "The Virtual Reality out now, is the surface of what's to come. He feels one of the main attractions of VR is the overall 360 degree view of your 'fantasy world' and full body movement within the game, which is missing in sit-down or stationary cabinet versions of VR. Janda



polygon handling chip sets but are only now finding their feet on how to structure games to fit this style of freedom. Starblade and Driver's Eyes seem to be heading in the right direction. Starblade showed a more forced route style of playability as the player was directed through, rather than encountering the opportunities in the game.

However, this feature becomes repetitive with continuous use and can limit the long-term playability of the game.

Many of the readers of this report will be familiar with polygon graphics as used in Virtual Reality and makes a player feel he is involved in another world by convincingly mimicking real life and objects. Only one of the building blocks to immersing the player in false reality, polygon graphics are able to be light shaded and controlled unlike any other style.

The result of mixing together realistic graphical representations (as with polygons) and arcade playability (as with sprites) is a major factor towards the future of game playing in general. It has to be remembered that sprite graphics are not only used in amusement games but in consumer cartridge machines. Even home computers have sophisticated polygon-styled games, beating certain arcade releases.

The last style achieves exclusive presentation at a cost and limit of flexibility that has already failed once within the arcade industry - set sequence action.

This style is not new and many readers may remember the first attempts at this concept such as Atari's Fire Fox and the original Dragons' Lair. These products failed mainly due to poor operational reliability and limited gameplay potential as players easily become bored. Recently, major manufacturers have tried again to launch this technology on the amusement market.

Dragon's Lair II boasted a better internal hardware system and seemed to appeal to a smaller audience than other PCB releases but its novelty did impress.

As with Leland's original Dragon's Lair, the game uses set sequence action, not live film footage but animated film of a quality and humour to rival Disney.

Atari renewed their involvement with SSA with Mad Dog McCree where, instead of moving a joystick in the right direction at the right moment in the film show, the player shoots a gun as with Dragon's Lair and Time Traveller.

This style of graphics is impressive if developed correctly. The player feels that he is interacting directly with live action, although after a number of games the player often spots the repetitive nature of each game, depending on how well the game is developed.

Though originally only available for arcade operation, this technology could threaten the explosion of CD-I (Compact Disc Interactive) for home use by

companies such as Philips and Sony CD-I uses compact disc as its storage medium and operates on a similar basis to the laser disc machines used in arcade SSA.

Many of the manufacturers have CD-I systems ready to hit the market and already PC owners can upgrade their systems to use this technology. With the increase in storage and compatibility games such as Mad Dog McCree could well make the transition to the home user.

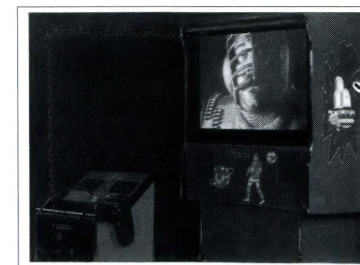
The last section in this report covers miscellaneous graphical and player presentation, areas that have no pigeonhole such as pinball. The explosion in this technology is worthy of a mention. The exciting features on the table are now being matched by the interesting and enjoyable bonus section displayed by LED (light emitting diodes) as seen on the Data East machine, Lethal Weapon 3. The new rise in pinball popularity has been linked with poor PCB releases by the industry but these new machines are as exciting as many of the new PCB releases in their own right.

One possible direction for the future that has not been seen recently can be called 'interactive diorama' - the creating of a model scenery that allows the player to interact directly with it. The best example among modern releases is Namco's Golly Ghost which involves a doll's house model interior with front reflected video graphics. Simulated ghosts run around the rooms in the house which the player has to shoot at.

In the early days of video amusement, a number of these type of machines were created with rolling diaramas for the player to fly along or drop missiles onto. This technique did not involve video but hidden lights and incorporated clockwork-like action ranging from submarine games to shooting galleries.

With the increase in novelty and redemption games, it is possible we may see more sophisticated versions of interactive diorama in future releases. The future is clear that amusement will be expanding along defined and unexplored routes over the coming years. More technology is one direction, but originality and a little more interaction is another.

The only question remaining is that of the image on the screen. How long to the day when the monitor is replaced and our minds will be the playing field of future gaming?



drawing the main phases of animation such as the beginning and end of an enemy planes' destruction for a shoot 'em up product.

Special computer software will produce the in-between frames needed for the animated effect to work, saving time in reproducing similar but slightly different phases of the explosion.

Technology plays a large part, with bigger and faster PCBs, offering the ability to store more colourful and complex sprite effects. Sega has advanced the technological scope in this particular field, using a series of 'chip sets' (custom-made microchips) that has allowed them to handle sprites faster and smoother than anyone else. The company's lead comes from technological advances made in the days of products such as Space Harrier and Out Run.

Dubbed the 'Super Scaler', Sega created a chip set and programming techniques that allowed sprites to be scaled much faster than the competition. Scaling means that in a game like Out Run, a tree sprite, (the group of artwork blocks that represent a tree in the computer software) could be enlarged at a faster speed, giving the illusion that the player's character is travelling at high speed. This technology allows other sprites such as enemy jet fighters to appear to rush towards the player.

However, it also has drawbacks. When enlarged the graphics look crude and blocky as they were originally drawn a lot smaller and any imperfections in graphic handling become obvious. But, in a fast-moving game these anomalies can be hidden and greater programming power allows sprites to be drawn to a much higher standard.

With the development of the 32-bit system Sega's competitors using 16-bit systems fell behind technologically. As the Super-Scaler was re-developed, the speed of processing available on this faster PCB allowed more colour and better handling. A striking improvement as Rad Mobile proved, the first game to use this improved technology. The limits of a fixed playing environment are now beginning to look confined for the new generation of games. Another change is needed.

Sega has claimed that they are ready with a new graphics system and have started developing Polygon graphics, a style covered later in this report which creates impressive computer graphics (CG).

The first game to boast this improved CG system was Virtua Racing which placed Sega at the forefront of technology. By pushing their internal processor that little bit further, they have achieved a more realistic feel to graphical presentation.

Eighty per cent of all sprite games are created by Japanese development houses. The music used in these games, and more importantly the animated characters and backgrounds, draw on current fashions

in Japanese youth cartoons such as popular films and comics. In most cases this fashion pool of sources will be broadened to cater for international tastes.

Great Britain has seen a surge of 'anime' (Japanese animation) in children's television programmes and videos. One of the most popular latest releases is Akira which is styled in a fashion called 'manga', animation that is altered to fit various futuristic settings.

Street Fighter II is a good example of this style. Though toned to suit a wider ethnic mix of players the game style is there and international games developers and designers such as myself, evaluate the various sources of manga, hoping to capture some of its features when developing products for this audience.

Features such as Super Scaling and in-betweening prove that technology is important in this field to link new ideas to old style presentation. For example, Terminator 2 is a shoot 'em up game in the mould of Operation Wolf but its impressive graphics allowed it to surpass the success of other similar products. The use of 'roto-scoping' is one reason for this success. This technology allows images taken from photographs or even films as in this game to be digitised (saved onto the computer) and placed over sprites. Footage and pictures from the film the game was licensed from can be incorporated in the game to realistic effect.

Not a new technology, but Narc from Williams also successfully linked film image and licence rights.

The next style is 'Polygon' graphics which might be a derivation of the style 'Vector' graphics seen in Asteroids and Lunar Lander. Vector graphics used a special monitor and represented every object on screen as a dot or a line, building up shapes limited in complexity.

Polygon graphics refers to the shapes used to build up the image represented on screen. First used in military simulators, this graphic style is programmer-based and requires more mathematical skill than artistic graphics. The objects and landscape represented in this style exist as a model in the computer's memory, stored as a set of coordinates and using this, images can be created, manipulated and rotated to view all sides just as a real object.

This style of graphics allows players freedom and total control. However, this is both new and complicated, hard to master by the developers more used to animation using sprites graphics which has meant that the development of most polygon games ie driving games has been limited.

Polygon graphics were originally established in arcades. Atari has three strong polygon games under its belt; Hard Drivin' and Race Drivin' closely followed by Steel Talons which incorporated detailed polygon graphics in a truly interactive environment.

Namco on the other hand has the fastest of the

feels the move toward realism is fine as long as it isn't so real it loses the interest of the player. For example if a flight simulator is designed by pilots and made too realistic, John Q Public won't be able to play it." And in some cases virtual reality games have given people vertigo. "There's a threshold where it won't be pleasant for players." He says manufacturers need to keep this in mind.

"The whole thing in our business," says Janda, "is that a player has to get out of a game and say, I had fun."

Not for the Street Operator

The main drawback of larger pieces is they offer little for the street operator because they don't fit into most of their locations. For operators who have made their money in street locations, turning towards larger amusement centres, which are necessary to house these pieces, is a big and costly step.

"The noose has been tightening for years, on the street operator, with arcade pieces getting larger and larger, the street operator as we know him is struggling."

Winfield adds, "We can only work with what we're given to work with and if Japan is going in that direction, operators will have to keep on top of it. Unfortunately, the larger pieces don't fit into most street locations including the traditional 1000ft arcades." He says even the larger bowling alleys don't have space for big pieces. "With games of that size, location is critical." He says due to their size, the games can't be rotated, so operators need to select those that won't lose appeal. "It's an investment where you need high volume to make it work." He adds that you need the population base to support the larger games.

Price Per Play

Due to the cost of simulators, large pieces and especially virtual reality games, operators need to raise prices to aid them in their ROI.

Spacious arcades and/or family fun centres are an ideal atmosphere for tokens, and amusement operators who use this system are pleased with it. In each of these centres a token machine can allow the operator to offer "discounts" in price per play if they buy tokens in bulk.

The Solution?

"The industry is searching."

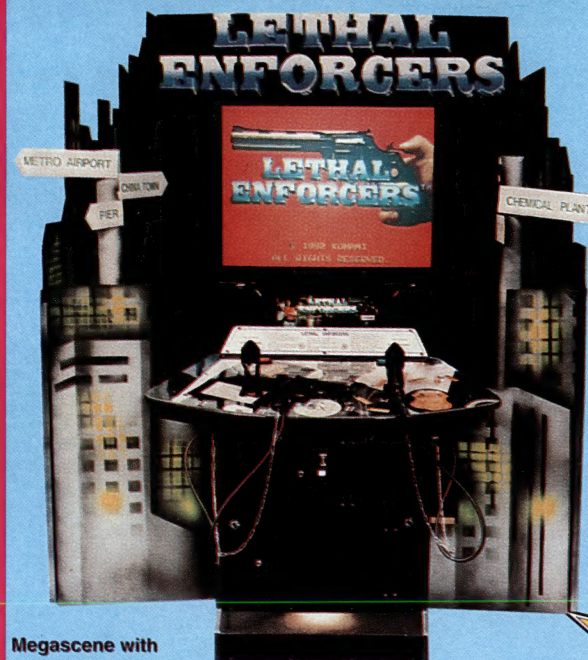
Who's to say if larger pieces or virtual reality technology is the answer. "They fill a niche market, and will always be around as manufacturers strive for realism."

Large family amusement centres are the trend in Japan where many of these large games being launched in the market hail from, but whose to say it is the answer for operators. These large pieces need a population base to be successful, which can only be found in selected areas.

The large games are only a segment of the market. Their most positive feature however, is they solve the problem amusement operators have had to deal with ever since the onslaught of home video games. "They give them what they can't get at home."



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GRAPHICS

The technological means of creating the game picture for video amusement machines has not changed since the days of Pacman and Defender. Television monitors remain the mainstay with changes reflected only in size and complexity of colours.

In certain styles of cabinet, the monitor projects its images directly onto a mirror allowing its size to be located more discreetly and cabinet manufacturers less restricted in design.

Mirrors are not new to the industry but recent developments in the field on laminated lenses and refracted reflected surfaces have taken their usage a stage further.

Namco's Starblade is just one example of this. The bulky monitor is stored above the players head pointing into the body of the machine. The use of a laminated lens magnifies the mirror and allows the display to be larger and therefore more realistic as the player feels he is in the centre of the action.

An interesting variation on the use of mirrors was demonstrated on Sega's holographic simulator, Time Traveller. The cabinet utilised a curved reflective surface and a complicated displayed image projected by a large monitor. Time Traveller used Set Sequence Action (SSA) and canned live action (explained in greater detail later in this report). Seen from above and with special handling of the image (The addition of fake shadows etc), the reflection from the mirror offered a rudimentary representation of a holographic image aided by model blocks which are glued to the surface of the display.

Image size has almost become an obsession with many manufacturers, each one trying to better its competitors. Moving away from the large monitor cabinets, we have seen the re-emergence of the tri-display game which utilises three simultaneous displays to wrap around the player. Driver's Eyes from Namco is the latest machine to utilise this effect and with the explosion of Virtual Reality, new life has been breathed into this field of presentation.

Projectors are another facet of large displays. Mad Dog McCree from the American Laser Company and distributed by Atari is the most popular of this kind of video game. Again, this machine makes use of SSA using laser disc technology to immerse the player in seemingly live action. The clever projection and monitor

technology of this type of game has led the way and two other scenarios have subsequently been released.

New technology is on the horizon as the big names in the amusement business realise that diversification and innovation hold the key to the long-term success of their games.

I cannot write an article without mentioning Virtual Reality at least twice but the helmet displays although basically mini-portable television screens, project the image through a de-focusing lens, a new method developed within the limitations of the headgear. New, smaller helmets are planned and it is conceivable that the VR experience will soon encroach the wraparound presentation of the normal arcade game.

Better monitor design has not only meant bigger monitors but an improvement in the quality of the graphics.

There are presently three styles of graphic representation in the amusement industry.

The first style is representation, one of the oldest and best known gameplayers worldwide.

'Sprites' graphics - blocks manipulated on screen and animated to simulate the effect of motion, speed and action are similar to the 'cell' method used in animated cartoons. The software code in the game will contain a large table of drawn images that the game will call upon to represent different objects, along with background artwork, for the sprite to be placed upon. Each image represents the object in every state of movement and action that the player will see during the game. Therefore, a vast number of different but similar drawings, depending on the size of the game, will be stored in the table.

The drawback in this method of presentation is that the game action has to be orchestrated so that the player cannot get into a situation where a graphic image is needed that has not been created. Along with this manipulated game environment, processor memory has to be considered and sprite graphics use up a lot of memory.

The latest culmination of sprite graphics can be seen in Capcom products such as the successful Street Fighter II, Neo Geo games like King of Monsters, Engine Noise by Sega, Grand Prix Star from Jaleco and Namco's Steel Gunner II, Total Carnage by Midway with Sonic the Hedgehog and the world famous Mario Brothers series in the platform of games.

A highly graphical medium, the sprites used in such games are all hand-drawn, a time consuming process. To speed this up Japanese games design houses have developed the programming technique of 'in-betweening' - a Disney computer animation feature which allows the time of graphic artists to be best spent

